RAT STEW

A MORDHEIM CAMPAIGN REPORT

This is the story of a Mordheim campaign, and of a vile band of rats who kill and die to spread their disease.
I built and painted The Holy Scourge for this campaign, and wrote the summaries of the games from memory and insufficient notes. The retelling is as accurate as I and my group of plague-addled rats could manage.

- The Editor, December 2025

“The campaign takes place completely in the Damned City Mordheim. The wizard, Mordrake the Odiferous, requires a great deal of Wyrd Stone for an arcane rite that must be performed on October 30th.
What rite is this? Mordrake has not said - but he has promised riches and magical items of great power to anyone who helps him.

Sounds like a good deal, right?”

The games documented herein were played at Board Bard Games.
Portland, Oregon. September/October 2025.

The Holy Scourge

Henchmen

NAME Stench / Stew / Flegm										EQUIPMENT	SPECIAL RULES
NUMBER 3			TYPE Plague Novices							Dagger sling shield	
M	WS	BS	S	T	W	I	A	Ld			
5	3	3	3	3	1	4	1	5		☐■☐☐☐■☐☐☐☐■☐☐☐☐■ Group experience:	

NAME Skratch										EQUIPMENT	SPECIAL RULES
NUMBER 1			TYPE Plague Novice							Dagger sling	
M	WS	BS	S	T	W	I	A	Ld			
5	3	3	3	3	1	4	1	5		☐■☐☐☐■☐☐☐☐■☐☐☐☐■ Group experience:	

Heroes

NAME Lord Gutrot
TYPE Plague Priest

M	WS	BS	S	T	W	I	A	Ld
5	4	4	4	4	1	5	1	7

EQUIPMENT
Sword
Dagger
sling
Warpstone Amulet

SKILLS, INJURIES, ETC

Experience:

NAME Bubbes
TYPE Pestilens Sorcerer

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	3	1	4	1	6

EQUIPMENT
Dagger
sling
club

SKILLS, INJURIES, ETC
Sorcerer's Curse

Experience:

NAME Pus Wort
TYPE Plague Monk

M	WS	BS	S	T	W	I	A	Ld
5	4	3	3	4	1	5	1	6

EQUIPMENT
censer

SKILLS, INJURIES, ETC

Experience:

NAME Mold Mouth
TYPE Plague Monk

M	WS	BS	S	T	W	I	A	Ld
5	4	3	3	4	1	5	1	6

EQUIPMENT
Dagger
Disease Dagger
Liturgicus Infecticus

SKILLS, INJURIES, ETC

Experience:

NAME Bile
TYPE Monk Initiate

M	WS	BS	S	T	W	I	A	Ld
5	2	3	2	2	1	4	1	4

EQUIPMENT
Dagger
Disease Dagger
Sling

SKILLS, INJURIES, ETC

Experience:

NAME Boil
TYPE Monk Initiate

M	WS	BS	S	T	W	I	A	Ld
5	2	3	2	2	1	4	1	4

EQUIPMENT
Dagger
Sling

SKILLS, INJURIES, ETC

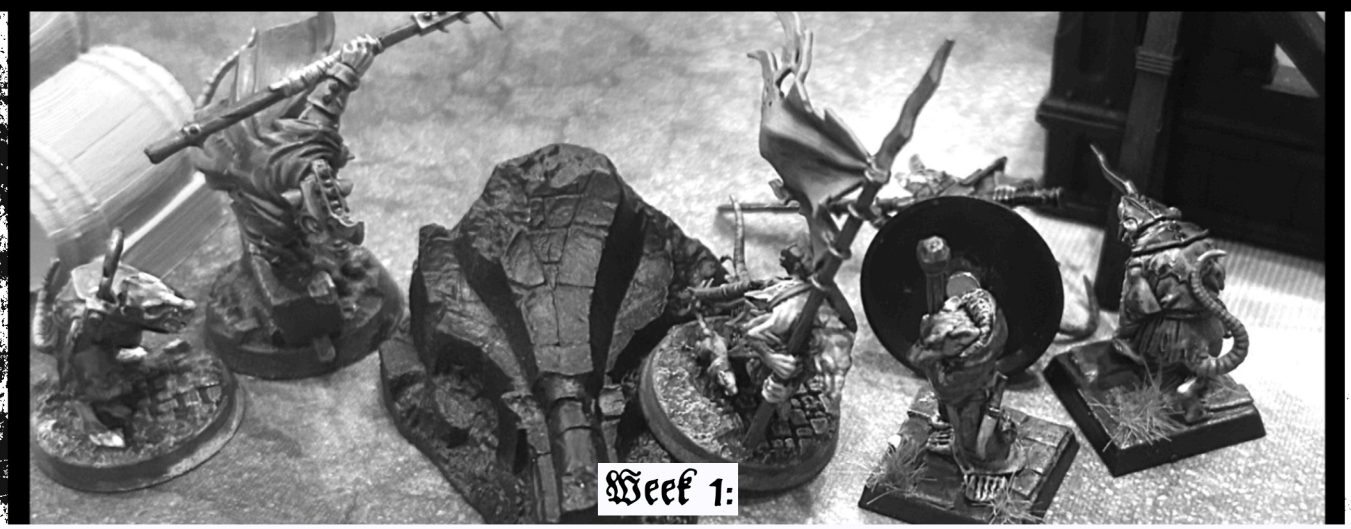
Experience:

Help to further the cause... to spread the disease? Then perhaps...

Lord Putrot cares not to grovel to a mad wizard who doesn't know the meaning of stench. Mordrake the so-called Odiferous seeks the precious stone but tells not what he gives in return? The vague offer of riches and magical items fails to impress the plague priest. But if he can

Perhaps it's worth placating this mad wizard for now.

RAT ON RAT VIOLENCE



Week 1:

In the first game of the campaign I faced Serge and his clan Eshin Skaven in a chance encounter. They outnumbered us and were higher rated, but not enough for an underdog bonus. My Pestilens rats deployed first, staying hidden behind buildings near the board's edge, while clan Eshin took the center of the board and fanned out. They closed in quickly. Very little fire was exchanged as nearly every warrior became locked in close combat by turn two. After losing three Plague Novices, I failed a rout test at the beginning of turn three and lost the game. I did manage to take out two heroes while keeping all of mine alive, so I made out with four shards of warpstone.

In the postgame, all of my Plague Novices survived their injury rolls. I ransomed a captive hero, got a flail from a smithy, found some coin and four more warpstone shards. One of my Monk Initiates, Boil, advanced and gained +1 T. I bought him a disease dagger and recruited a new group of two Plague Novices. After arming them with spears, slings, and shields I was pretty much out of money. Onward to game two.

MEAT GRINDER

Week 2:

My second match was a skirmish against Matt's Lizardmen. They deployed first in a tight formation and began to advance through the center of the board, as the Holy Scourge kept to shadows and moved to meet them. The rat sorcerer Buboes failed his first attempt to cast a curse and was taken out of action almost immediately by a Skink short bow. Just outside the graveyard in the center of the board, a melee began. The rats outnumbered a Saurus but were unable to pierce its armored scales. Quickly more Lizardmen joined the brawl. I removed a lizard henchman, but lost two heroes in the fight. A Plague Novice named Flegm failed a diving charge and fell from a tower, going unceremoniously out of action. The ratmen swarmed but were outmatched in close combat and I ultimately lost to a failed rout test that wasn't entirely unwelcome.

Once again, all of my rats lived. Buboes and Moldmouth became immune to fear, but Bile was robbed of all equipment. He and Moldmouth both advanced and gained +1 I. Skratch also advanced, earning +1 to his BS, and Stench, Spew, and Flegm's group gained +1 to their WS. I found two shards of warpstone, sold one, and took a dagger off a corpse. Bile got the dagger to replace his lost weapons. I also bought him a sling and recruited another plague novice with a spear and shield. The procession marches on.

Week 3:

Game three was a rematch with the Lizardmen, this time with my rats defending a building in the center of the table. Rather than flanking, the Lizardmen deployed all together on one side of the board and began their assault. The Pestilens rats exchanged sling fire with the Skink javelins and short bows, and Buboes managed to curse an attacking Saurus. After a few melees outside of the building, and some terrible injury rolls, four each of my heroes and henchmen fell out of action. The Lizard horde proved to be too much for the Holy Scourge, and we were overrun by the end of turn three.

Two of my heroes were inside the building at the end of the match, gaining me two shards of warpstone. I found a third shard during exploration. Flegm, who again fell from a building, was not so lucky this time. He and another henchman died and were removed from the roster. By the grace of the Horned Rat, all of my heroes survived the match and because I was an underdog, all of my heroes and henchmen also upgraded. Three heroes gained skills - two choosing speed skills and Lord Gutrot taking Wyrdstone Hunter. Buboes gained +1 I, Boil +1 W, and Puswort +1 T. Puswort also picked up an old battle wound, and would now need to roll before every match to see if he could fight. I bought a disease dagger for Bile, equipped a group of henchmen with swords and recruited a couple of giant rats.

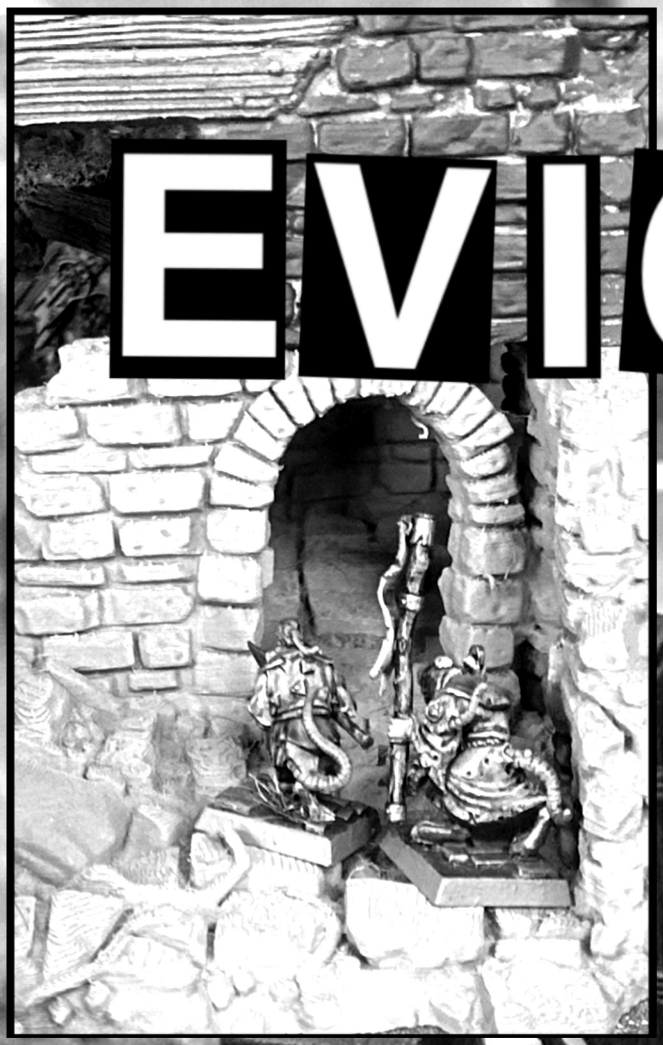
ANOTHER RAT FIGHT

Week 4:

This time against Cliff's clan Eshin; the second Eshin warband that I had run across. Both sides spread out and began searching the buildings for treasure. The search soon took a backseat to violence, and fights broke out near the central buildings as the warbands converged. Giant rats tore at each other, curses and spells were cast, spears, swords, and daggers clashed. After three rounds of fighting I had lost three heroes and two henchmen, and no treasure had been discovered. The Holy Scourge routed, licking their wounds as they tasted yet another bitter defeat.

After the match, Lord Rotgut and Puswort the Plague Monk recovered, while Moldmouth was left blinded. All three lived to fight another day. A giant rat who fell in battle recovered, and a Plague Novice named Spew succumbed to his injuries. Four heroes advanced - Puswort's weapon skill increased, Bile gained an attack, Boil gained a wound, and Buboes learned a new spell - Gnawdoom. I found three shards of warpstone and sold them all. I used the gold to hire another giant rat and a new Plague Novice to take Spew's place.

EVICTED

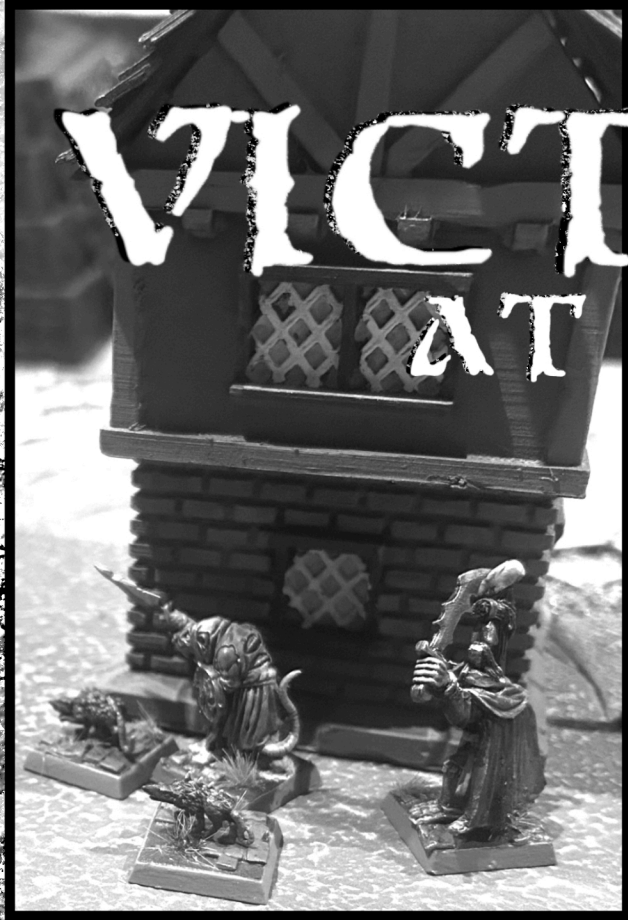


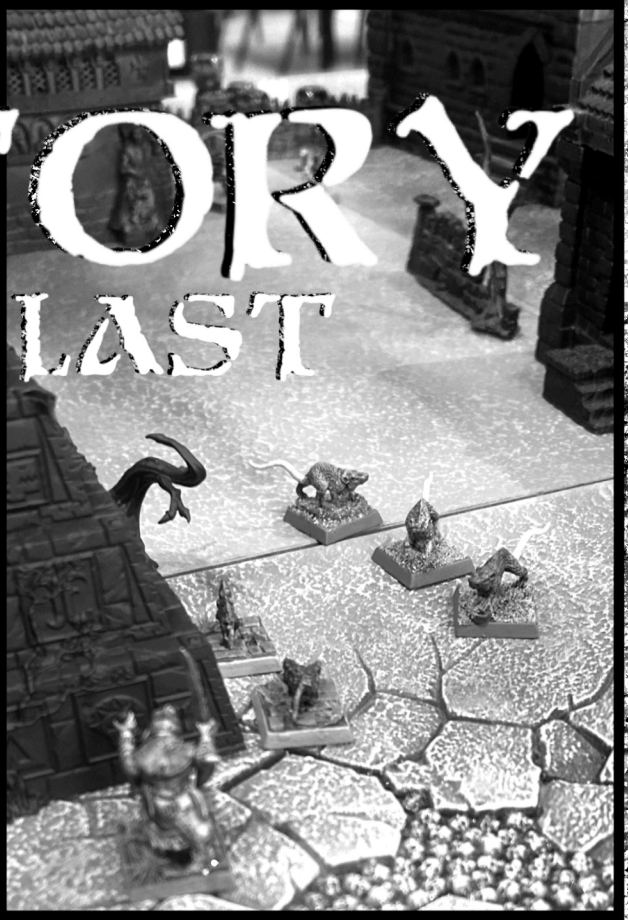
Week 5:

Once again I faced Cliff's Skaven, this time in the Occupy scenario. The battle was tense as both rat clans bit, bludgeoned, and stabbed, fighting for control of the buildings on the board. Both sides suffered casualties in the struggle. Lord Gutrot was taken out of action along with two other heroes. The Holy Scourge held three buildings throughout most of the match but ultimately lost two of them and thus the game.

After the action Lord Gutrot suffered a leg wound, and Bile survived and gained experience. After suffering multiple wounds and madness, Puswort became stupid. I picked up a couple of warpstone shards and got a sword from the smithy. Since I was the underdog in this fight, the whole warband was able to upgrade. Three heroes took new skills and everyone else received stat bonuses. The disease grows stronger.

VICTORY AT LAST





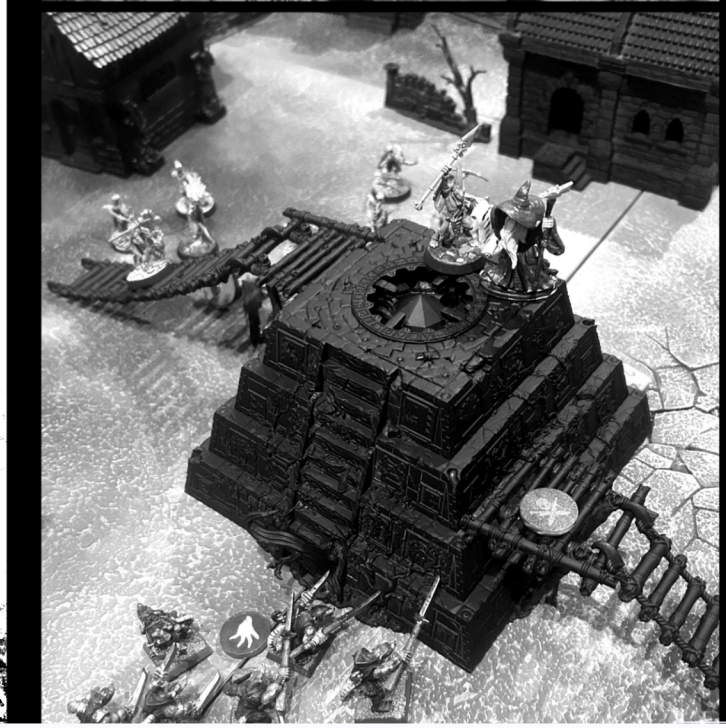
Week 6:

Another day, another rat scrap. Again I was the underdog to an Eshin clan and searching the ruined city for hidden treasure. This time though, a vile blessing from the Great Horned Rat was bestowed upon the Holy Scourge and the treasure was located in the first building that we searched. Only a few rounds of combat were fought, and neither side saw serious casualties before two Plague Novices made it to the board edge with the loot. In the penultimate match of the campaign, we had finally tasted victory.

Afterwards, the treasure was revealed to contain thirteen gold coins. The ratmen found a straggler and sold him for another six coins, found some warpstone and kept it, and came across a ruined tavern full of booze. What little wasn't drank was sold later for a bit more coin. The whole warband once again upgraded and prepared for the final fight.

The Last Rite

The campaign culminated with the ritual of the mad wizard, Mordrake the Odiferous. Rewarding those who collected the most wyrdstone for him and forsaking those who fell short, the players were split into two teams. Mordrake gifted powerful magical items to the two players who he most favored, and those acted as his defenders during the ritual. Matt's Lizardmen and Cliff's Skaven played as the defenders and The Holy Scourge was joined by Serge's Skaven and Holden's Undead as the attackers. We each deployed along the edges of the board as the mad wizard began chanting and randomly throwing lightning from his temple in the center of the board.



The Lizardmen engaged with Serge's rats early on, keeping them at bay. I kept my warband in cover and tried to sneak up on the wizard without being attacked. After a couple of turns I had managed to get my Monk Initiate, Bile, onto the temple and began attacking the Wizard. Mordrake remained in a trance, chanting and casting his spells, and did not strike back in melee. Even in his distracted state he was difficult to hit, and paid little notice to Bile's attacks. Eventually Mordrake's chants broke through and a huge daemon was summoned onto the board, immediately and indiscriminately attacking everyone in sight. Even the mad wizard himself was not safe. The combined forces of Mordrake, his insolent daemon, and the defending forces proved too much for the Holy Scourge, and we were forced to route. Serge's Skaven were also overwhelmed and fell, trampled by the Lizardmen.

As the warbands continued to die and flee, the battle raged on. Ultimately, the surviving defenders managed to defeat the powerful daemon with an enchanted blade and keep the mad wizard alive. For now.

The Holy Scourge limped back to their dank nests beneath the damned city, awaiting the next chance to spread the hallowed plague.